

5 METHOD FOR IMPROVING USAGE OF A GRAPHIC USER INTERFACE
POINTING DEVICE

ABSTRACT OF THE DISCLOSURE

10 A two part method for improving the usage of a pointing device by a physically
impaired user is disclosed. A first method is provided for learning how a user moves
the pointing device by acquiring motion data for a user and generating motion vectors
corresponding to when the user moves from source point icons to destination point
icons. A second method of combining the learned user motion data with an
15 application program where the user navigates the pointing device to select program
icons on a graphical user interface (GUI) screen is provided. The method determines
when the actual motion vector is similar to a previously acquired motion vector with a
similar source point. The method predicts a destination point icon and highlights and
locks the prediction icon until the user either actuates the icon or generates motion
20 vectors that indicate that another destination point icon is the more likely destination.

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